

#16 September/October 1987

(\$4.50 Canada) \$3.95

LASER PRINTED

# INFO

The First  
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With  
Personal Computers.

YOUR GUIDE TO COMMODORE AND AMIGA COMPUTING!

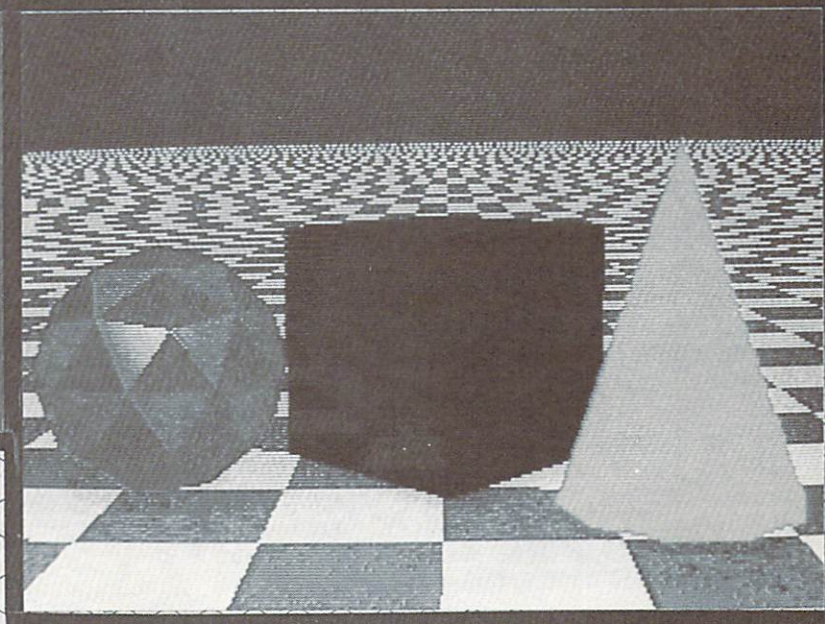
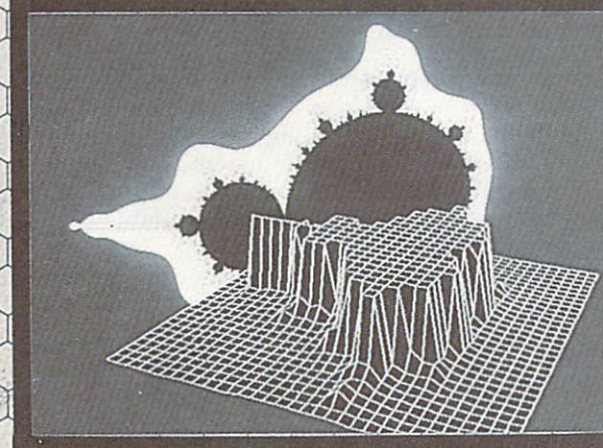
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Midnite Software Gazette

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- ✓ Hands-On Reports: A500,  
Sidecar, & Genlock
- ✓ Multitasking Highways

## GRAPHICS RENAISSANCE:

- New Tools,
- New Toys!



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# the WRAP-UP

ALL THE NEWS THAT JUST OTHERWISE WOULDN'T FIT

## THE PC40

For all you IBM/PC fans, Commodore's new 80286-based PC40 has debuted in Europe. This AT-compatible PC runs at 6 or 10 megahertz, comes with 640K of RAM standard, has a built-in EGA graphics capability, and comes with 8 expansion slots, a single 1.2 meg floppy drive, and a 40MB 5.25" hard disk drive. Retail price in Europe translates to roughly \$3595 U.S. It will be about 6 months before Commodore decides whether or not to sell the AT clone in the United States.

*True*  
**BASIC**<sup>™</sup> inc.

## NEW ANSI STANDARD BASIC

The original BASIC standard is so minimal that almost every real-world implementation of the language includes many incompatible extensions. (Even Commodore's BASIC 2.0, believe it or not.) Now the ANSI standards committee has come up with a standard for BASIC that includes extended functions. X3.113-1987, as the new standard is called, calls for advanced functions and capabilities similar to those already implemented in True BASIC. Though the standard isn't expected to impact the microcomputer industry immediately, the establishment of a standard BASIC is likely to effect education more quickly. New computer systems are more likely to follow the new standards as the educational community indoctrinates students to the advanced features of the new standard. In the meantime, True BASIC (which was developed by Kemeny and Kurtz, the originators of the BASIC language) is available for the Amiga if you'd like to experiment with a BASIC that is very close to the new standard. True BASIC is \$99.95, or \$149.95 with a non-commercial stand-alone runtime module, and support libraries (like the 3D graphics library: \$49.95) are available separately. From: True BASIC, 39 S. Main St., Hanover NH 03755, 603-643-3882.

## ACCOLADE MINIATURE GOLF

Mini-Putt is a miniature golf course on a disk for the C64. This 1-to-4 player game features several different typically wacky miniature golf courses, each with cartoon-animated tricks and traps. Playing sounds anything but trivial, however, with a user interface that resembles Mean 18. Mini-Putt is \$29.95, from Accolade, 20863 Stevens Creek Blvd., Cupertino CA 95014.

## TIMESAVER

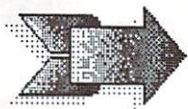
C Ltd's Timesaver is a small, battery-driven box that fits into the little cubbyhole under your A1000. You plug the keyboard into it and plug its connector into the keyboard jack on the back of the A1000 and, viola!, you've got a clock with keyboard macro capabilities. Because the Timesaver is a hardware box that sits between the keyboard and the Amiga, it is essentially transparent to all software. It intercepts special keyboard commands and translates them into the proper key sequences before the Amiga even knows a key has been pressed. Installation is easy, and the manual is very detailed. With the Timesaver, you can program not only macros, but automatic startup-sequences, too. Plus the clock--such a deal! Timesaver is \$69.95 from: C Ltd., 723 Skinner, Wichita KS 67211, 316-267-6321.

## MINDSCAPE GETS ARCADES

Mindscape has just signed a deal with Atari Corp. that allows them to port versions of Atari's popular coin-op videogames Paperboy, Gauntlet, Road Runner, Road Blasters, Gauntlet II, and 720 to home computer formats. No word is available on which games will be available on which machines when.

## JENNY II

Jenny II is a genealogical database package for the Commodore 64 that will track and cross-link up to 599 persons per disk. The program is apparently in compiled BASIC, and you can get the source code for an additional \$20. \$24.95 from: GSC Software, PO Box 1148, Centerville UT 84014





# the INFO WRAP-UP

ALL THE NEWS THAT JUST OTHERWISE WOULDN'T FIT

...continued from front

## MICRO DETECTIVE

Micro Detective is a BASIC debugging utility for the C64 that highlights errors and translates cryptic BASIC error messages like SYNTAX ERROR into messages with more meaning, such as VARIABLE MUST START WITH A LETTER. It also includes a conditional TRACE command with variable dump and IF/THEN loop tracking. It includes a programmer's utility with BASIC extensions like auto numbering, dir, merge, and unnew. It also supports bidirectional scrolling. Micro Detective is \$49.95 from: American Made Software, PO Box 323, Loomis CA 95659.

## THE WELL-TEMPERED C64

Chipmunk Software, Box 463, Battleground WA 98604, 800-331-3428, has a series of eight classical music disks for the C64 in their "Strider's Computer Classics" series. Each disk features over an hour of some of the best SID classical music we've heard, and displays information about the composer as the music plays. They currently offer 4 Bach disks (including The Well Tempered Clavier), 2 Mozart disks, and two of miscellaneous classical compositions. \$9.95 each.

## SONAR 64

Sonar 64 is an ultrasonic detection system for the C64 from Intreptec, PO Box 5381, Napa CA 94581, 707-224-6000. For \$119.95 you get the sonar module, an interface card, a 10' cable, an owner's manual, and a diskette containing programs for sonar measurement, alarms, etc. The unit is programmable and looks like it would be a heck of a hardware hacker's setup.

## QUOTE OF THE MONTH:

Heard at COMDEX--from a top Commodore official talking to John Foust, one of the best-known independent Amiga technical experts and a top writer for *Amazing Computing*: "...This new Amiga 2000 is really incredible. Did you know that it does multitasking?"



## COPY PROTECTION

Nobody likes copy protection. But the least offensive of the latest protection schemes, it seems to us, is the "keyword protection" method. In this method, a requestor pops up sometime during program execution asking for a word or phrase from a random line on some random page of the manual. The worst that can be said for this type of protection is that it can interrupt the flow of the program, and if you lose your manual you're sunk.

A better way is to incorporate some aspect of the keyword protection into the flow of the program. Electronic Arts has found a unique way to do that in *Legacy of the Ancients* for the C64. At a certain point in the program, you are asked to input a keyword from a code dial included in the program package. It is presented as a part of the gameplay, and is fairly innocuous. It's sure a lot more fun than having your drive head ripped loose by some nuclear protection scheme! A lot of games would lend themselves to this type of keyword protection: wargames and spy games could use a "secret code book"; space games could use an "alien phrase dictionary"; flight simulators could request a "security clearance code"; and adventure games could ask for a "magic word". With a dial or fold-out chart format, it would be difficult or impossible to photocopy the required decoder. It makes sense.

...That's the Wrap-Up for this time. See you next issue!  
-Mark & Benn

